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- 1** [A low-complexity multiuser detector for up-link CDMA QPSK mobile radio communications](#)

E. Del Re, R. Fantacci, S. Morosi, G. Vivaldi
 December Wireless Networks, Volume 5 Issue 6
 1999

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(123.82 KB\)](#)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

2 An architecture for packet-striping protocols

Adiseshu Hari, George Varghese, Guru Parulkar

November 1999 ACM Transactions on Computer Systems (TOCS), Volume 17 Issue 4

Publisher: ACM

Full text available:  pdf(220.97 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Link-striping algorithms are often used to overcome transmission bottlenecks in computer networks. Traditional striping algorithms suffer from two major disadvantages. They provide inadequate load sharing in the presence of variable-length packets, and ...

Keywords: causal fair queuing, fair queuing, load sharing, multilink PPP, packet striping, stripe protocol, striping

3 Source-oriented topology aggregation with multiple QoS parameters in hierarchical networks

Turgay Korkmaz, Marwan Krutz

October 2000 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 10 Issue 4

Publisher: ACM

Full text available:  pdf(290.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

In this paper, we investigate the problem of topology aggregation (TA) for scalable, QoS-based routing in hierarchical networks. TA is the process of summarizing the topological information of a subset of network elements. This summary is flooded throughout ...

Keywords: ATM networks, PNNI, QoS-based routing, scalable routing, topology aggregation

4 Data consistency in a large-scale runtime infrastructure

Buquan Liu, Huaimin Wang, Yiping Yao

December 2005 WSC '05: Proceedings of the 37th conference on Winter simulation

Publisher: Winter Simulation Conference

Full text available:  pdf(322.56 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

In order to support large-scale distributed simulation, we have developed a RTI called StarLink+ with particular architecture which is compliant with IEEE 1516. StarLink+ is composed of a Central RTI server and multiple Local RTI servers. Each Local ...

5 Energy Efficiency of the IEEE 802.15.4 Standard in Dense Wireless Microsensor Networks: Modeling and Improvement Perspectives

Bruno Bougard, Francky Catthoor, Denis C. Daly, Anantha Chandrakasan, Wim Dehaene
March DATE '05: Proceedings of the conference on Design, Automation and
2005 Test in Europe - Volume 1, Volume 1

Publisher: IEEE Computer Society

Full text available:  pdf(429.43 KB)

Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#)

Wireless microsensor networks, which have been the topic of intensive research in recent years, are now emerging in industrial applications. An important milestone in this transition has been the release of the IEEE 802.15.4 standard that specifies interoperable ...

6 Simulation using software agents I: linking spatially explicit parallel continuous and discrete models

Boleslaw K. Szymanski, Gilbert Chen

December WSC '00: Proceedings of the 32nd conference on Winter simulation
2000

Publisher: Society for Computer Simulation International

Full text available:  pdf(223.71 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper advocates the use of mobile agents for linking simulations running on different computers. A Mobile Component approach is proposed to enhance reusability of existing simulations and to improve efficiency of component based simulations of complex ...

7 Hardware/software partitioning of VHDL system specifications

P. Eles, K. Kuchcinski, Z. Peng, A. Doboli

September EURO-DAC '96/ EURO-VHDL '96: Proceedings of the conference on
1996 European design automation

Publisher: IEEE Computer Society Press

Full text available:  pdf(63.34 KB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

8 Verification of embedded systems using a petri net based representation

Luis Alejandro Cortés, Petru Eles, Zebo Peng

September 2000 ISSS '00: Proceedings of the 13th international symposium on System synthesis

Publisher: IEEE Computer Society

Full text available:  pdf(99.66 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

The ever increasing complexity of embedded systems consisting of hardware and software components poses a challenge in verifying their correctness. New verification methods that overcome the limitations of traditional techniques and, at the same time, ...

9 Computing global virtual time in shared-memory multiprocessors

Richard M. Fujimoto, Maria Hybinette

October 1997 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 7 Issue 4

Publisher: ACM

Full text available:  pdf(135.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

Global virtual time (GVT) is used in the Time Warp synchronization mechanism to perform irrevocable operations such as I/O and to reclaim storage. Most existing algorithms for computing GVT assume a message-passing programming model. Here, GVT computation ...

10 Ontology support for web service processes

C. Pahl, M. Casey

September 2003 ACM SIGSOFT Software Engineering Notes, Volume 28 Issue 5

Publisher: ACM

Full text available:  pdf(200.99 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Web Services are software services that can be advertised by providers and deployed by customers using Web technologies. This concept is currently carried further to address Web service choreography. Choreography refers to the composition of individual ...

Keywords: ontologies, service choreography, web services

11 Contextual prototyping of user interfaces

Chris Stary

August 2000 DIS '00: Proceedings of the 3rd conference on Designing interactive systems: processes, practices, methods, and techniques

Publisher: ACM

Full text available:  pdf(504.96)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),

 KB

[index terms](#)

Contextual development differs from traditional user interface development in several ways: It focuses on the context of usage and the user population rather than on the technical features required for interaction. However, the latter come into play ...

Keywords: contextual design, customization, interactive work design, lifecycle management, model-based development, object-oriented modeling, prototyping, seamless development, tools, usability engineering, user-centered system design

12 A distributed computing architecture for simulation and optimization

Yijia Xu, Suvrajeet Sen

December 2005 WSC '05: Proceedings of the 37th conference on Winter simulation

Publisher: Winter Simulation Conference

Full text available:  pdf(235.43)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

 KB

We design a generic framework to integrate distributed simulation and optimization models. Many problems require the integration of these two types of models. For example, stochastic programming can use simulation models as a scenario generator for optimization ...

13 Real-time control: the extended use of simulation in evaluating real-time control systems of AGVs and automated material handling systems

Corné Versteegt, Alexander Verbraeck

December 2002 WSC '02: Proceedings of the 34th conference on Winter simulation: exploring new frontiers

Publisher: Winter Simulation Conference

Full text available:  pdf(228.65)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

 KB

Control systems for logistic and transport systems are among the most complex control systems in existence. Currently control systems are only fully tested at the shop floor after commissioning. This means a lot of costly failures occur at the startup ...

14 Software development in a hardware simulation environment

 Benny Schnaider, Einat Yoge

June DAC '96: Proceedings of the 33rd annual conference on Design automation
1996

Publisher: ACM

Full text available:  pdf(42.68 KB)

Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

15 Provably efficient scheduling for languages with fine-grained parallelism

 Guy E. Blelloch, Phillip B. Gibbons, Yossi Matias

March Journal of the ACM (JACM), Volume 46 Issue 2
1999

Publisher: ACM

Full text available:  pdf(321.43 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Many high-level parallel programming languages allow for fine-grained parallelism.
As in the popular work-time framework for parallel algorithm design, programs
written in such languages can express the full parallelism in the program without
specifying ...

16 MASCOT: a specification and cosimulation method integrating data and control flow

 Per Bjuréus, Axel Jantsch

January DATE '00: Proceedings of the conference on Design, automation and test in
2000 Europe

Publisher: ACM

Full text available:  pdf(105.05 KB)  Publisher Site

Additional Information: [full citation](#), [references](#),
[cited by](#), [index terms](#)

17 [The transport layer: tutorial and survey](#)

 Sami Iren, Paul D. Amer, Phillip T. Conrad
December ACM Computing Surveys (CSUR), Volume 31 Issue 4
1999

Publisher: ACM

Full text available:  pdf(261.78 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Transport layer protocols provide for end-to-end communication between two or more hosts. This paper presents a tutorial on transport layer concepts and terminology, and a survey of transport layer services and protocols. The transport layer protocol ...

Keywords: TCP/IP networks, congestion control, flow control, transport protocol, transport service

18 [Temporally parallel coupling of discrete simulation systems with virtual reality systems](#)

Steffen Strassburger, Thomas Schulze, Marco Lemessi, Gordon D. Rehn
December WSC '05: Proceedings of the 37th conference on Winter simulation
2005

Publisher: Winter Simulation Conference

Full text available:  pdf(288.42 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

The coupling of commercial discrete simulation systems with virtual reality (VR) systems opens new possibilities for the temporal interplay of product and process design. Among the possibilities is establishing *virtual training centers* aimed at ...

19 [Random walk based node sampling in self-organizing networks](#)

 Ming Zhong, Kai Shen
July ACM SIGOPS Operating Systems Review, Volume 40 Issue 3
2006

Publisher: ACM

Full text available:  pdf(370.33 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Random walk is a means of network node sampling that requires little index maintenance and can function on almost all connected network topologies. With careful guidance, node samples following a desired probability distribution can be generated with ...

20 A multimedia client to the IBM LAN server

 Mark Baugher, Steven French, Alan Stephens, Isabel Van Horn
September 1993 MULTIMEDIA '93: Proceedings of the first ACM international conference on Multimedia

Publisher: ACM

Full text available:  pdf(52.83 KB)  ps(243.48 KB)

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